

# BROBDINGNAG

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 Brobdingnag #70      1966AV (S'08)      1966AQ (F'09) 22 September 1967  
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## CONFUSED SITUATION ON EASTERN FRONT GERMAN AND RUSSIAN ARMIES HOPELESSLY ENTANGLED

Game 1966AV

Fall 1907

The retreats for Fall 1907. No moves received. Gamesmaster removes Italian Fleet in Ionian Sea.

WINTER 1907

GERMANY: Build army Berlin, as previously reported.

Spring 1908

The moves:

GERMANY (Shagrin): Army Warsaw to Ukraine. Army Moscow support army Warsaw to Ukraine. Army Silesia to Galicia. Army Vienna support army Tyrolia to Trieste. Army Bohemia support army Silesia to Galicia. Army Berlin to Silesia. Army Marseilles to Piedmont. Army Tyrolia to Trieste. Army Munich to Tyrolia. Fleet Holland to Kiel. Army Denmark stand.

ENGLAND (Wells): Fleet Gulf of Lyon support GERMAN army Marseilles to Piedmont. Fleet Ionian Sea to Greece. Fleet Tunis to Ionian Sea. Fleet Tyrrhenian Sea support fleet Tunis to Ionian Sea. Fleet Western Mediterranean to Tunis. Fleet Mid-Atlantic stand. Fleet English Channel stand. Fleet Norwegian Sea stand. Fleet St. Petersburg (north coast) stand. Army Sweden stand.

RUSSIA (Zelazny): Fleet Apulia to Ionian Sea. Fleet Black Sea to Constantinople. Army Budapest to Vienna. Army Galicia to Warsaw. Army Ukraine to Moscow. Army Sevastopol support army Ukraine to Moscow. Army Rumania to Ukraine.

ITALY (Francis): No moves received. Armies Trieste, Venice, Naples stand.

Underlined moves do not succeed. The Italian army Piedmont is annihilated being dislodged and having received no orders. The German army Moscow is dislodged and has only Livonia open for retreat.

That the German army, Moscow, could still give support, although dislodged is an example of the Boardman, or rulebook, solution of the Boardman Dilemma question. In this game it leads to the peculiarity that the German and Russian armies have both slipped by each other and both countries have armies behind the other's lines. If we imagine that our game is being played on a board of far different scale, and that the provinces are areas that an army could reach in a few hours' to a day's march, then similar cases of two enemies both getting to the

other's rear, occurred fairly commonly in 17th and 18th century warfare. It has been remarked before, by several people, that, regarded as a tactical game, Diplomacy is far closer to warfare of Queen Anne's day than it is to that of the Wilhelmine period in which it is set. Of course, under the Miller's Rule solution to the Dilemma there would have been additional stand-offs and something much closer to a regular front would have developed.

Players were informed of these moves several days ago by carbon copy letter and a deadline of Tuesday 2nd October, was set for moves for Fall 1908.

Address changes:

Richard Shagrin, playing Germany, now has address 4317 Densmore North, Seattle, Wash., 98105.

Charles Wells, playing England, has returned home from his trip to Europe and has address 3678 Lindholm, Cleveland, Ohio, 44120.

Monte Zelazny, playing Russia, remains at his usual address, P.O.Box 1062, Melbourne, Florida, 32901.

Dave Francis, Italy, is apparently lost, for the time being, to human ken. He told me that he would return to his home, 1612 7th Ave., New Westminster, B. C., in the third week of September. Stop Press. When I got to that point the phone rang. It was the guard at the main gate calling to advise that Dave Francis was waiting to see me. He has now left for home and will be there by the time you receive this.

PRESS RELEASE

Hamburg. Prince Vlad has been away from the front, handling various domestic matters, with regrettable results, for both the front and the domestic matters. He and Luci have been quarreling. "I thought I married a man with a sense of tradition, and respect for the customs of his ancestors. But will he let me impale just 5 or 6 thousand prisoners of war? No! He keeps talking about costs, effectiveness, operations research, and those damn gas chambers that that unprintable Krupp salesman talked him into building." The prince is still in Kiel settling a certain delicate situation reported previously, but he has sent a new commander to the front, General Kuch Dyin', a highly recommended officer from the British protectorate of Palestine. Things are expected to go more smoothly, now, for the general has much experience against Russian strategy and equipment.

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Conrad F. von Metzke reports that he still has a vacancy for the game forming in his revived magazine Costaguana. For \$3 and state country choices. His address, 5327 Hilltop Drive, San Diego, Calif., 92114.

Charles Turner, 24 Boyd Court, Pleasant Hill, Calif., also reports a vacancy for the latest game forming in Armageddonia.

Game 1966AQ

Fall 1909

GERMANY IS BATTLE GROUND  
FRANCE AND RUSSIA AGAIN TRADE BASES

The moves:

RUSSIA (Reinsel): Army Norway stand. Army Kiel support army Bohemia to Munich. Army Berlin support army Bohemia to Munich. Army Bohemia to Munich. Army Tyrolia support army Bohemia to Munich. Army Trieste support army Serbia. Army Serbia support army Trieste. Army Rumania to Galicia. Army Ukraine to Warsaw. Army Moscow support army Ukraine to Warsaw. Army Livonia support army Ukraine to Warsaw. Fleet Denmark support army Kiel. Fleet Helgoland Bight support army Kiel.

FRANCE (Thompson): Fleet Western Mediterranean to Tyrrhenian Sea. Fleet Tunis support fleet Western Mediterranean to Tyrrhenian Sea. Fleet Piedmont to Tuscany. Fleet Gulf of Lyon support fleet Piedmont to Tuscany. Fleet North Sea to Skagerrak. Fleet London to North Sea. Army Yorkshire stand. Army Ruhr support army Holland. Army Holland stand. Army Munich to Berlin. Army Silesia support army Munich to Berlin.

TURKEY (Greene): Army Venice support fleet Tyrrhenian Sea to Tuscany. Fleet Rome support Fleet Tyrrhenian Sea to Tuscany. Fleet Tyrrhenian Sea to Tuscany. Army Ankara to Constantinople. Army Albania to Apulia. Fleet Adriatic convoy army Albania to Apulia. Fleet Ionian Sea to Tunis. Fleet Naples to Tyrrhenian Sea.

GERMANY (Nelson): Army Warsaw to Moscow.

Underlined moves do not succeed. The Russian army Berlin is dislodged and has only Prussia open for retreat. The German army Warsaw is dislodged and has only Prussia open for retreat. If both retreats are ordered the two forces will mutually annihilate one another. If either retreat is not ordered the force concerned will be annihilated for failure to receive orders.

As a result of these moves the belligerent powers control the supply centres listed below:

RUSSIA: 4 home, 3 Scandinavian, Munich, Kiel, 3 Austrian, Rumania, Serbia. 14 in all. May build one, or two if the army retreating from Berlin is annihilated.

FRANCE: 3 home, 3 English, 2 Iberian, 2 Low Countries, Berlin, Tunis. 12 in all. May build one.

TURKEY: 3 home, Bulgaria, Greece, 3 Italian. 8 in all. No change.

GERMANY: None. Must remove remaining force. Note, however, that the German force still exists in the retreat period and it may make a retreat if it so desires.

Deadline for orders for retreats and builds is Saturday 7 October 1967. Build orders may be made conditional on the retreats. As is usual for adjustment orders, they may be published ahead of deadline if all are received ahead of deadline.

# PRESS RELEASES

St. Petersburg. The Czar sent the following telegram to the Kaiser, who is believed to be at Posen, near the Prusso-Polish border: "I give you peace! 'May you rest in peace!' Sorry about that!"

Athens. The Turkish government has sent the following message to the Czar: "As soon as you clean up the Warsaw-Silesia mess, let me into Tyrolia, or you help me smash Piedmont. The Republic is offering strong opposition, but I think I can do it. By the way, let us keep our pact as is, and please notice my trust in you."

Constantinople. Another fabulous poll has been completed on the problems facing Europe and Diplomacy.

	<u>like</u>	<u>dislike</u>	<u>intenseley hate</u>	<u>no opinion</u>
War, specifically 66AQ	1%	2%	57%	40%
Brobdingnag	0%	1%	79% (most said it reminded them of a Law Book)	20%
Larry Peery	0%	0%	99 3/4 %	1/4 %
Eric Blake	49%	51%	0 %	0%

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## Department of Abject Apology, Retraction, and Correction.

- In Rating list #10, given in the last issue, the following changes should be made:
  - Phil Castora's name appears twice, once with a score of -2, once with a score of -8. The second is the correct entry.
  - Len Bailes' and Ron Daniels' names should be deleted as their only completed game is the one now being stricken from the record.
  - (W), for winner, should, of course, appear after Conrad von Metzke's name.
- In the item, Game 1965B, in BROB #69 it was stated that a summary of the game could be found in Wild 'n Woolly #103. A more complete summary, written by the winner, has since appeared in the following issue of W'nW, #104.
- In Brobdingnag #68, in the main article, on pages 20, 21, and 22, frequent mention is made of James Dygert. I have had a long, interesting, and eloquent letter from Charles Turner. He points out that he, Charles Turner, is editor of Armageddonia, and writes the copy for it, while Dygert is publisher. My apologies to both Jim Dygert and Charles Turner for any mis-representation I may

have made. This is the more serious as it occurred in an item where I complained of over-hasty action. I am sending a copy of this issue to all who were sent copies of #68 (i.e. the Lonely Mountain mailing list as well as the BROB one). All should note that references to Dygert in that earlier issue are in error.

4. There are a few minor errors in the tables on pages 14 and 15 of issue #68. I haven't thought it worth while to ferret them out in detail. However, it should be noted that Euralia is no longer published, its game having been taken over by ADAG, that perennial rescuer of abandoned games.
5. On page 19 of issue #68, I stated that I had received a proof sheet of Strategy and Tactics. That should have read a proof sheet of the cover of the issue. However, I did receive an early mailing of the issue a few days later.
6. In Brobdingnag #66, in reply to a letter from Gene Prosnitz, I attributed to Dean Dickensheet the opinion that the move-a-week games tend to absorb an excessive proportion of a player's time and interest. It was actually Dan Alderson who made that statement, in Graustark #23. Dean Dickensheet had a comment on another aspect of Diplomacy in the same issue.
7. Every issue of BROB contains typographical errors too numerous for detailing. The reader who sends in the most complete list of such errors occurring in this issue will be given a dollar's extension to his subscription.

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Games in Progress.

<u>Game</u>	<u>Magazine</u>	<u>Current Status</u>
1965C	Wild 'n Woolly 1965KM	Pournelle (G-11); McCallum (R-9); von Metzke (F-7); Goldman (I-6). 1913
1965K	Wild 'n Woolly 1965KQ	Nelson (R-11); von Metzke (G-7); Swenson (AH-7); Wells (F-4); Pournelle (T-4). 1909
1965M	ADAG ex Costaguana	Wells (F-17); Atkins (AH-14); von Metzke (R-3). 1913
1965P	Lonely Mountain	Atkins (F-12); Reinhardt ((I-8); Scott (T-8); Reinsel (AH-5); Koning (E-1). 1911
1965Q	Graustark	Koning (E-16); Kuch (T-16); Linden (F-1); K. Pattee (AH-1). 1916
1965R	sTab ex Orthanc ex Barad-Dur	Miller (R-13); Reinsel (F-11); Chalker (T-10). 1910
1965U	sTab	Smythe (T-16); McCallum (E-9); Reinsel (F-8); Wells (I-1). 1912
1965V	Diplophobia PAA	Huff (T-12); Kuch (G-8); Nebane (I-8); Clark (E-6). 1909
1965W	sTab ex Orthanc	Miller (F-11); Reinsel (T-11); Huff (G-10); Owings (E-2). 1907
1966A	Lonely Mountain	Pournelle (F-14); Austin (T-10); Kuch (G-7); McCallum (E-3). 1910

Game	Magazine	Current Status
1966B	Graustark ex Costaguana	Pournelle (T-17); Davidson (E-11); Ward (I-5); Griffin (E-1). 1911
1966C	Wild 'n Woolly 1966KL	Wells (E-11); McCallum (E-8); Maus (G-8); Koning (T-7). 1908
1966F	Diplophobia PCA	Latimer (I-10); Mazor (E-8); Weston (T-8); Huff (E-2); Lebling (G-2); Moheisel (R-2); Mebane (AH-1). 1906
1966H	Wild 'n Woolly 1966KN	Dygert (E-9); Garland (E-6); Gemignani (T-5); Nelson (E-4); Tzudiker (I-4); Flethher (AH-2). 1905
1966I	sTab	Davidson (T-13); Maus (G-10); Tzudiker (E-6); Brannan (E-5). 1908
1966K	Diplophobia PEA	Latimer (G-10); Lebling (AH-10); Mazor (E-9); Maldeman (T-5). 1905
1966L	Big Brother	Brannan (E-15); Koning (G-8); McCallum (I-5); Disorder (T-5); Disorder (E-1). 1915
1966M	Armageddonia ex Costaguana	Dygert (E-15); Brannan (T-7); Reinsel (AH-6); Tzudiker (I-4); Johnson (G-1). 1909
1966N	Maravia	Barrows (E-9); von Metzke (E-7); Brannan (T-7); Latimer (R-5); Walker (AH-4). 1905
1966O	ADAG ex Costaguana	Peery (T-15); Walker (E-9); Turner (E-9); von Metzke (I-1). 1907
1966R	Graustark	Berman (E-16); Wagner (T-15); Levinson (T-3). 1913
1966T	Diplophobia PFC	Mulhauser (R-9); Moheisel (AH-6); Latimer (E-5); Forlines (G-4); Huff (I-4); Lebling (T-4); Gemignani (E-2). 1904
1966X	Miskatonic U. ex Lusitania	Dygert (R-6); Peck (E-5); Reiner (G-5); Wolf (E-4); Gemignani (I-4); von Metzke (AH-4); Brannan (T-4). 1901
1966Y	Lonely Mountain	Nelson (T-8); Brannan (AH-7); Smythe (G-6); Dygert (I-6); Reinhardt (E-3); Scott (R-3). 1907
1966Z	Wild 'n Woolly 1966KQ	Davidson (E-9); Much (E-6); Koning (E-5); Speed (G-5); Krogh (T-5); SDDACBW (I-4). 1904
1966AA	Graustark	Latimer (G-16); Walker (AH-10); Dygert (E-4); Thompson (T-3); Turner (R-1). 1911
1966AB	sTab ex Orthanc	Reinsel (AH-7); Makulin (E-6); L. Thomson (G-6); Latimer (T-6); Brannan (E-4); Owings (R-4); Gemignani (I-1). 1903
1966AC	ADAG ex Costaguana	Walker (R-10); Peck (E-9); Peery (AH-8); Long (I-4); Bailey (E-3). 1906
1966AE	ADAG ex Costaguana	Gibbs (E-11); Schow (G-7); Gemignani (R-7); Smythe (T-7); Long (E-1); Latimer (AH-1). 1906
1966AG	ADAG ex Costaguana	Pendergrass (T-9); Davidson (E-8); Peery (E-7); Walker (I-5); Tzudiker (G-2); Garland (R-2); von Metzke (AH-1). 1904
1966AH	ADAG ex Costaguana	Peery (E-8); Schow (AH-6); Birsan (G-5); Turner (I-5); Stewart (R-5); Long (E-2); Beyerlein (T-2). 1904

Game	Magazine	Current Status
1966AI	ADAG ex Costaguana	Beshara (R-11); Reinsel (E-6); Griffin (G-6); Zelazny (I-6); Pournelle (T-3); Garland (E-1). 1904
1966AK	Big Brother #2	Zelazny (AH -15); Dygert (T-12); MacKenzie (E-6); Birsan (E-1). 1911
1966AL	ADAG	Turner (E-7); Walker (G-7); Schow (R-6); Barrows (I-5); von Metzke (T-5); Thompson (E-2). 1906
1966AM	ADAG	Zelazny (G-13); von Metzke (R-9); Duncan (AH -7); Beyerlein (I-2); Birsan (E-1); Peck (E-1). 1907
1966AO	Erewhon	Peery (E-10); Carey (G-8); Ollila (T-8); Birsan (E-5); Musback (I-2); Bailey (AH-1). 1904
1966AQ	Broddingnag	Reinsel (R-14); Thompson (E-12); Greene (T-8). 1909
1966AR	Miskatonic U. (5)	Carrillo (R-10); Bailey (AH-7); Moslander (T-7); Johnson (E-6); Brannan (E-4). 1906
1966AS	Diplophobia PIC	Huff (E-9); Greene (T-8); Reinsel (E-5); Waldeman (R-6); Moheisel (E-5); Lebling (I-5); Latimer (G-1). 1904
1966AT	Diplophobia PIC	Mulhauser (G-8); Lebling (AH-7); Huff (E-6); Carey (I-5); Shagrinn (T-5); McIntyre (R-2). 1904
1966AU	ADAG	Peck (E-11); Pendergrass (G-11); von Metzke (E-7); Schow (T-6). 1907
1966AV	Broddingnag	Shagrinn (G-11); Wells (E-10); Zelazny (R-7); Francis (I-5). 1907
1966AW	Corsair	No information available.
1966AX	Barad-Dur G	Latimer (E); Prosnitz (E); Turner (G); Dygert (I); Huff (AH); Bailey (R); von Metzke (T). 1900
1966AZ	Diplophobia PJC	Lebling (E-7); Latimer (G-5); Munroe (R-5); Bryant (T-5); Francis (E-4); Smythe (I-4); Huff (AH -4). 1903
1966BA	Corsair	No recent information.
1966BB	ADAG	Peery (R-13); Prosnitz (E-7); Pendergrass (I-7); Long (G-5); Griffin (T-2). 1905
1966BC	ADAG ex Euralia	Prosnitz (E-8); Griffin (E-6); Byro (T-5); Steinberg ((I-4); Whalen (AH-4); Johnson (R-4); Goldman (G-1). 1902
1966BD	Diplophobia PKC	Gordon (R-8); Prosnitz (E-7); Lebling (G-6); Dobson (I-6); Uhr (T-6); McIntyre (E-1). 1903
1966BE	Miskatonic U (5)	Ward (E-7); Johnson (E-6); Dygert (T-5); Bailey (AH-4); Brannan (R-4). 1903
1966BF	Barad-Dur J	Prosnitz (E); Leitch (E); Huff (G); Latimer (I); Griffin (AH); Jacks (R); Naus (T). 1900
1966BG	Armageddonia 2	Nelson (E-11); Brannan (I-7); Fletcher (AH-6); Zelazny (R-6); Powlesland (E-3); Alexander (T-1). 1905
1966BI	Erewhon	Eller (E-9); Santos (R-8); Carey (E-7); Peery (T-6); Birsan (I-3); Long (G-1). 1903

Game	Magazine	Current Status
1966BJ	Big Brother #3	Dygert (E-11); Turner (G-9); Tzudiker (T-8); Birsan (I-4); Moning (R-2). 1906
1966BK	Armageddonia 5	Pendergrass (AH-9); Leithh (R-8); Tzudiker (E-6); Peery (G-5); Alexander (I-3); Swenson (I-2); Willard (T-1). 1903
1966BL	Kalmar 66KR	Smythe (E-6); LHM (R-6); Bounds (G-5); Francis (I-5); Gemignani (E-4); Houston (AH-4); Debbie Goldman (T-4); 1902
1966EM	Kalmar 66KS	Tzudiker (G-8); Birsan (E-6); Reinsel (T-6); Flethher (I-4); Payment (R-4); Videtto (E-3); Anderson (AH-2). 1902
1966BN	Kalmar 66KT	Long (AH-7); Turner (T-6); Birsan (E-5); Smy the (E-5); Bershig (G-5); Houston (R-3); Bryant (I-1). 1902
1966BO	Kalmar 66KV	Moselandr (AH-7); Peery (E-6); Haus (G-5); Bailey (E-4); Perrin & Henderson (I-4); Fisher (R-4); Chapman (T-3). 1902
1967A	sTab Tranter III	Smythe (AH -10); Fournelle (E-8); Clark (I-6); Nelson (R-4); Latimer (G-3); Reinsel (E-1); Tzudiker (T-1). 1904
1967B	Diplophobia PLC	Bryant (AH-6); Carey (E-5); Forlines (G-5); Haramis (I-5); Mazor (R-4); Alexander (T-4). 1902
1967E	sTab Massif III	Zelazny (E-8); Francis (AH-7); Turner (T-6); MacKenzie (I-4); Shagrin (T-4); Schultz (G-2); Castors (R-2). 1903
1967G	Miskatonic U. (5)	Dygert (E-9); Fisher (R-9); Jacks (E-6); Perrin (AH -5); Turner (T-4). 1903
1967H	Miskatonic U.	Turner (R-9); Dygert (AH-8); Bailey (G-6); Brennan (T-4); Schow (T-4); Fisher (E-2); Johnson (I-1). 1904
1967I	Diplophoba PEC	Miller (R-6); Gordon (G-5); Budd (AH-5); Haramis (E-4); Clavic (E-4); Mulhauser (I-4); Gemignani (T-4). 1901
1967J	Cerebral Nebula CH-1	Metzger (G-7); Rosenbaur (R-7); Houston (I-5); Alden (AH -5); Tzudiker (T-4); Evans (E-3); Peery (E-2). 1902
1967M	Diplophobia (5) PHE	Mulhauser (E-6); Swenson (AH-5); Moldeman (R-5); Forlines (T-4); Brooks (E-3). 1901
1967N	Diplophobia POC	Lebling (R-7); Dobson (E-6); Latimer (E-4); Huff (G-4); Prosnitz (I-4); Ogle (AH-4); Mulhauser (T-4). 1901
1967O	Xenogogic X-1	Boshara ((I-7); Prosnitz (G-6); Carey (R-6); Haus (E-5); Long (E-4); Swenson (T-4); Pendergrass (AH -1). 1902
1967P	Xenogogic X-2	Prosnitz (E-5); Pendergrass (E-5); Beyerlein (G-5); Gallo (AH-5); Francis (R-5); Tzudiker (T-5); Long (I-4). 1902
1967T	Cerebral Nebula CH-2	Haggart (G-7); Baker (R-7); Turk (I-6); Turner (E-5); Wagner (T-5); Stewart (E-2). 1902



<u>Game</u>	<u>Magazine</u>	<u>Current Status</u>
1967U	Graustark	Heap (R-8); Miller (Michael) (G-60; Clark (I-5); Latimer (AH-4); Beshara (E-4); Maloney (E-3); Gemignani (F-2). 1903
1967V	Graustark	M. Thomson (G-6); Mushbach (E-5); Gordon (R-5); Sherry Heap (T-5); Lebling (E-4); Griffin (I-4); H. Anderson (AH-4). 1901
1967W	Xenogotic X-6	Gallo (E-5); Griffin (AH-5); Deutsch (R-5); Beshara (T-5); Long (E-4); Linden (G-4); Maus (I-4). 1901
1967Y	Xenogotic X-10	Deutsch, McInn, Cochran, Warden, Perkins, Gallo, Leckner, EFGIART, 1900
1967Z	ADAG	Gallo (G-6); Barrow (E-5); Pendergrass (I-5); Beyerlein (AH-5); Tzudiker (R-5); Benn (T-4); Haggart (E-3). 1902
1967AA	Erewhon	Evans (E-6); Beyerlein & Baker (R-6); Welsh (I-5); Perrin (E-4); Haggart (G-4); Musa (T-4); Gemignani (AH-2). 1901
1967AB	Kalmar 67KR	Davidson (T-5); Benn (AH-5); Francis (R-5); Eltings (E-4); Birsan (G-4); Bryant (I-4); Berschig (T-4). 1901
1967AC	Diplophobia PPC	Mulhauser (E-6); Tretick (AH-5); Glavic (R-5); Miller (R-5); Lebling (E-4); Maramis (G-3); Chalker (I-3). 1901
1967AD	Lonely Mountain	Warden, Jane Wells, Reinhardt, Wall, Austin, McDermott, Speed, EFGIART, 1900.
1967AE	International Enquirer	Linden, Lipton, Stewart, Gordon, Carey, Carter, Wysocki, EFGIART, 1900.
1967AF	Big Brother #4	Koning (E-8); McCallum (R-8); Wells (AH-7); Mackenzie (E-5); Nelson (I-5). 1903
1967AG	Cerebral Nebula	White (E-5); Weston (G-5); Munroe (I-5); Gallo (E-4); Lyon (E-4); Gemignani (T-4); Brannan (AH-2). 1901
1967AH	Erewhon	Meyer, Maramis, Birsan, Jones, von Metzke, Hanogg, Carey, EFGIART, 1900.
1967AJ	Jutland Jollies #1	Cochran, Koning, Francis, Arico, von Metzke, Reinsel, Smythe, EFGIART, 1900
?	Big Brother #5	Griffin (R-6); Birsan (E-4); Wittmann (AH-4); Childers (R-4); Gemignani (E-3); Warden (G-3); Tzudiket (I-3). 1901
?	Diplophobia PQC	Mulhauser (E-5); Tretick (E-5); Budd (G-5); Huff (R-5); Bryant (I-4); Moughton (AH-4); Latimer (T-4). 1901
?	Xenogotic X-4	Beshara, Deutsch, Cochran, Griffin, Swenson, Greene, Warden, EFGIART, 1900
?	Parad-Dur K	Solowick, Makulin, Brooks, Levinson, von Metzke, Griffin, Huff. EFGIART, 1900
?	ADAG EI	White (E-5); McDonald (G-5); Gibbs (I-5); Birsan, AH-4; Peck (R-4); Long (T-4); Beshara (E-3). 1901
?	Big Borthor #6	Fearnden, Toland, Johnston, von Metzke, Lake, Warden, Maus, EFGIART, 1900

I believe that the listing given on the previous 5 pages should be clear enough without discussion. (5) under the Game designation indicates a five-man game. Under the magazine carrying the game is given its own designation if it uses another one in addition to the Boardman number. The last six games mentioned have not yet been given Boardman numbers. The previous two are tentative and may be changed.

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The Roster

In Graustark #54, published well over two years ago, John Boardman had an item, Postal Diplomacy Game Directory. It listed all games of Postal Diplomacy in progress or completed, players, their countries, replacements, date of elimination, and so on. This feature has been continued in Graustark ever since, although its name was soon changed to Postal Diplomacy Rosters. Under what ever name, it has been regarded as one of the most valuable features of Graustark by all those interested in the history of the game.

John has now decided that he cannot longer continue the task of keeping The Roster up to date. The job has, accordingly, been handed to Charles Wells, 3678 Lindholm Road, Cleveland, Ohio, 44120. Charles has a small committee of helpers, consisting of Don Miller, Dave Lebling, and myself. Present plans call for the publication of a continuation of The Boardman Roster in Charles Wells' magazine, Lonely Mountain with, possibly, other publication in Miller's Diplomania, Lebling's Glockorla, and also here in EROB.

All editors of Postal Diplomacy journals are urged to keep Charles informed of changes in their own games, any errors noticed in the listings, and the like.

Readers wanting to keep up to date on the progress of games will find, I think, the listing given on the previous 5 pages a good starting place. That listing, together with the changes which will be announced from time to time in The Roster should allow them to know of the state of every game in progress.

Mention should also be made of the variant roster published by Don Miller, 12315 Judson Road, Wheaton, Md., 20906. This, as its name implies, does much the same thing for variants, as The Roster does for regular games. There is a little over-lap. For instance, five man games are in both listings.

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Game 1965 0

Game 1965-0, a five man game, was begun in Lusitania over two and a half years ago. In that time it has struggled forward as far as 1906. Anders Swenson, who tried to rescue the game when it was abandoned by its original gamesmaster has recently declared the game over, although the rulebook criterion of victory, an absolute majority of pieces held by one player was not reached. At its termination 9 forces were held by Conrad von Metzke, 8 by Bogert, and 8 others by the remaining players, Dr. nman, Reinsel, and myself. If the others felt as I did, they were overjoyed to hear of the game's ending. This game was, from its inception, marked by more errors of reporting, of ruling, and so on, than any other half dozen games put together. Allowances, of course, must be made as

its original gamesmaster was only 14 years old when he began. Those interested will find a centre-year chart in Miskatonic University, series 1, number 36.

Game 1966B

In marked contrast was game 1966B, whose conclusion was announced in Graustark #138. Running to 1912, i.e. slightly longer than the usual postal game, it was wound up within a year & a half, this in spite of the fact that one of the players, Davidson, moved to Europe in the middle of it, demanding a slower than usual schedule on some moves.

BROB's heartiest congratulations to Jerry Pournelle on his win, as Turkey, in this game. Ken Davidson, playing England was the only other strong survivor, although Griffin's France, and especially Bob Ward's Italy, had forces still in action at the games end. John Boardman promises a summary of this game in a near future issue so that a centre-year chart will not be published here.

As many will know, Dr. Pournelle teaches Game Theory. This second win of his within the space of a few weeks, would seem to indicate that he understands the practice as well as the theory.

Changes in the BROB Rating list occasioned by the ending of the two games listed above will be made in the next edition of it.

I am being deluged with letters arising from issue #68. They are coming in at the rate of 5 or 6 a day. In the circumstances replies must be delayed, although I hope to reply to all, or most, eventually.

SEALED BAG

Charles Turner, 24 Boyd Court, Pleasant Hill, Calif., 94523: It just occurred to me that a situation which could easily occur in a postal game has not, to my knowledge, been discussed, viz. what happens in the event a player mistakenly submits winter orders in which he builds too many units or removes too many. I can recall instances in which orders to over-build have been submitted, and, as I recall, the last or bottom-most order has been ignored in these cases. What do you think of this procedure, and would you think it the best one to follow in cases of an "over-removal"?

Anyway....what I really am interested in doing is recording some rambling thoughts about BROB #68.

1. You mention 19660 as being a game likely to be finished within a game year or two....The game will probably end as a three-way draw between England, France, and Turkey. Although I still hope for victory.

2. Well, I see historians have been added to your discussion of missionaries, lawyers, fanatics, physicists, etc. Very interesting, since I am a senior majoring in history.

3. Your chart showing intermingling of players between zines

was fascinating. May I suggest that you make it a semi-annual feature?

4. The most interesting feature of BROB, however, used to be the Current Game Rating List. Of course, this involves a tremendous amount of work for you, and you dropping it was understandable (and, in fact, predictable). Would it be too much work to put out such a list once a year, or would this involve almost as much work as keeping the old list up to date?

5. I agree completely with your position on Big Brother's three-misses-you're-out rule. I dislike it very much. But no one can really gripe, since Reinsel gives them fair warning. The obvious solution is to get your moves in. I, for one, have never missed a moves in any game.

((+For the question of what should be done about a winter move with too many builds or removals. I think a great deal depends on where the fault lies, with the player or with the gamesmaster. It is not unknown for a gamesmaster to say, "Turkey must remove two forces." Later, he realizes that there has already been an annihilation in the course of the year and that only one removal is needed. In such a case I think it would be very bad for him to just take the first of the two removals submitted. It might not be the one the player would prefer. The player may, in fact, in that case want to make another removal entirely. Thinking he has to make two removals he may decide to abandon his holdings say in Italy, and order removal of army Rome and Fleet Tyrrhenian, with the intention of making his main effort elsewhere. If he finds out that he has only one removal to make, he may decide that he can fight on in both his main theatres and so might prefer to remove a purely defensive force at home, for instance. So if the fault is the gamesmaster, I would say the player has to be given time to re-consider the matter, even if that means delaying the game.

If the mistake is the player's, though, the rule of taking the first ones mentioned as having priority seems sound enough. On conditional builds it happens regularly that a player will say, "Build army Munich, army Berlin, Fleet Kiel, in that order of priority." I see no reason why that procedure shouldn't be followed, as a matter of course, when the player makes a mistake.

((For game 19660, as you are in it, you undoubtedly have a far better feel for the situation than I have.

((Why not give us your own views of historians, as an insider? It is interesting to note that most writing on this issue have upheld their own trade. Prosnitz, a lawyer, upheld the ability of lawyers as diplomats. Cochran, another lawyer, had reservations in his first letter but later brought evidence that lawyers have been successful diplomats. Lee Arico, a student of history, upholds the view that historians would make ideal diplomats. Derek Nelson, neither physicist, mathematician, or lawyer, distrusts all of them as diplomats. Only Boardman supports a profession not his own, decidedly not his own, namely the military.

((That chart showing the "cross-pollination" between the various zines attracted more comment than I expected. In the same mail as your letter was a long one from Hel Maus, devoted completely to that feature.

((Would there be any point in issuing a Current Game Rating List at an interval of one year? Surely the whole point is to have

a listing more up to date than the usual end of game rating lists. If it is only to appear once a year, how up to date would it be?

((To prepare what listing I kept a card index, a card for every player. (It was the existence of that index which allowed me to make the zine chart.) If keeping the card-index is not to become an awful chore, it should be updated every month or 6 weeks or so. From that point on, there is little additional work involved in publishing a Current Game Rating List except typing the thing out when it is to appear. So you have to decide whether it is worth while publishing the thing at all. If it isn't, then no need of keeping a card index. If it is, then you must keep a card index of individual players, or some equivalent, and it is no more work to publish every two or three months, than it would be to publish once a year.

((One reason I abandoned the Current Game Rating List is that no one ever commented on it. I have had comments, favorable and unfavorable, on the PROB Completed game rating list. But yours is the first comment I have ever had on the Current Game List which ceased appearing last February. It is too much work to do for something which is probably never read.

((There is another aspect of it that I have doubts about. It may be discouraging to new players. A new player enters Diplomacy; he is full of enthusiasm and enters several games. In one of them he does badly and is early eliminated. He will, in the Current Game Rating List, get his lumps at once, -5 say. Suppose he does reasonably well in the others. His gains will be slow. It will be +1 for the elimination of another player here, two months later another +1 from another game, and so on. So his gains will be slow. The result is likely to be discouraging to him, some sudden fairly large wallops and only slow gains to offset them.

((I must say, though, that I am inclined to like the Current Game Rating List idea in spite of its drawbacks. Last June-July Jerry Pournelle won game 1965D and his name appeared, for the first time, on all the completed game lists. With his new win of 1966D his name will now be up in the upper parts of all the lists. Last Christmas he was already on the PROB Current Game List in about 8th position, or so. That is, that list anticipated events by some 6 to 9 months, and I think it is a valuable feature of it that it can do so.

((Congratulations on never missing a move. Not many who play at all extensively can say the same; although Meinsel comes close.

((I'll be answering the main part of your letter privately. Likely to be some delay, though. -jamcc+))

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Diplomacy is a game manufactured and sold by Games Research, Inc., 48 Wareham St., Boston, Mass., 02118. A postal version is played very extensively and there are about a score of magazines devoted to the game. One of the magazines is,

Brobdingnag, edited and published by J. A. McCallum, Redston, Alberta, Canada. It sells for ten cents a copy. Subscriptions at the same rate. Trades with other magazines of the game are solicited.

### Ruminations on Rosters and Lists

The issue was wound up on the bottom of the last page but we have this extra page so let us use it. Not too long ago I had a letter from a reader who complained because a game in which he was particularly interested was not included in the then current edition of the EMOB Rating List. Now the information which he wanted to see incorporated was not received here until some two or three days after that edition of the list was in the mail, so that its inclusion had been completely impossible. However, even if that had not been so it is doubtful if it would have made. Note that all such lists are usually prepared some time, say a week, ahead of publication date, since it is essential that the editor keep the last day or two ahead of his deadline free, in case of a player phoning in a move revision or the like.

An example may make this clearer. A listing of current games in progress appears on pages 5-9 of this issue. When about a third of that listing was on stencil I received a mail delivery which included Armageddonia #22, Graustark #138, #139, and sTab #37. Short of starting over, which isn't really practical politics, the listing is out of date before it is published, since developments in those four issues are not included.

Some magazines do not mail to non players immediately. For instance, Graustark sends in batches of two, so that there is a possibility of two weeks delay in Brooklyn. When the information arrives at the list compilers desk, he may be just starting on that edition, and so able to incorporate it immediately. But he may have just finished his latest listing, so that this new material must wait for two weeks or more. And once on stencil, it will likely have to wait for several more days, perhaps a week, for the deadline of the games of the magazine in which it is to appear. In total, my feeling is that any listing, roster, or what not, that attempts to cover the whole field of Diplomacy, is doing very well indeed if it can get its material out within a month or 5 weeks of the event it reports on happening. Occasionally, of course, it will do better than this; but occasionally it will do very much worse when there has been an unexpected delay. No reader should ever complain because some item that he is especially interested in has not been included up until 5 or 6 weeks of the event at the earliest.

As stated elsewhere in this issue, John Boardman has published his Roster for over two years now. Charles Weinsel's Rating list is of about the same age, appearing first in Graustark, then in Lonely Mountain, and, for the last year and a half, in his own Big Brother. Dave Lebling's Rating list is younger but has appeared regularly for a half year or more. It would be interesting to hear the opinions of the mentioned list makers. Do you agree that five weeks, say, is as close to currency as you can hope to reach on your various listings?

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Game 1986AQ players note:

Jack Greene, Jr., playing Turkey, now has the following address:  
Jewett Hall, Room 312, Whitman College, Walla Walla, Wash.